Gnoll Monk, Mon4

Model from CHAINMAIL Set 4

MEDIUM-SIZE HUMANOID (GNOLL)
Hit Dice: 6d8+12 (42 hp)
Initiative: +2
Speed: 40 ft.
AC: 16 (+2 Dex, +3 Wisdom, +1 natural)
Attacks: Three-section staff +8 melee or +6/+6 melee
Damage: Three-section staff 1d8+4 or 1d8+3/1d8+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: *Stunning Attack (Su):* 4/day; Fortitude save DC 15 or stunned for 1 round
Special Qualities: *Deflect Arrows (Ex):* 1/round; Reflex save DC 20
Evasion (Ex): No damage on successful Reflex save for half
Slow Fall (Ex): Ignore first 20 ft.
Still Mind (Ex): +2 save vs. Enchantment
Darkvision 60 ft.
Saves: Fort +9, Ref +6, Will +7
Abilities: Str 17, Dex 14, Con 14, Int 8, Wis 16, Cha 6
Skills: Balance +4, Jump +8, Listen +6, Spot +6, Tumble +11
Feats: Deflect Arrows, Exotic Weapon Proficiency (three-section staff), Power Attack, Weapon Focus (three-section staff)
CR: 5

Combat Tracking for Multiple Creatures

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A new D&D Battle Sheet based on the models of the …

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